## BREAK FEVER

Break Fever is a graphical 'Break Dance' game for the Commodore 64. You must control your dancer through various movements to

gain the highest possible rating.

The movements are varied and the method of control to gain energy to 'Break' changes from scene to scene. Included are commonly known dances such as **The Turtle**, **Back Slam and Head Spinning**. As well as some totally new ideas like '**The Shuttle'**. All the action is played whilst listening to an origional piece of Electro Funk (Break dance music) from your Commodore 64. On the Reverse side of the cassette is a specially mixed audio version of the music, played by a Commodore 64 for you to play through any music system and dance to.

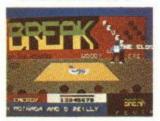
PLAY BREAK FEVER, ITS CATCHING!

FULL INSTRUCTIONS OF CONTROLS AND MOVEMENTS ARE ON THE REVERSE

THE FLIP



THE BACK SPIN



THE BACK SLAM



MICRO LOAD



WRITTEN BY DENNIS REILLY AND HARDIP MOTHADA

MUSIC BY IAN MAXWELL

PRODUCED BY RICHARD PAUL JONES

All rights of the producer, and of the owner, of the work being produced, are reserved. Unauthorised copying, hiring, lending, public performance and broadcasting of this cassette is prohibited. The publisher assumes no responsibility for errors, nor liability for damage arising from its use.

MICRO'S Lindon House, The Green, Tadley, Hants.

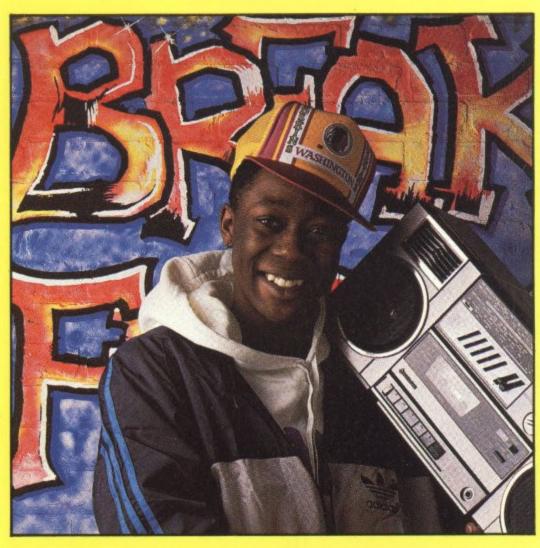
NTERCEP:

1984

BREAK

FBUBR

# BREAK FEVER





SUITABLE FOR THE

### To Operate This Program You Will Require a Joystick

#### CONTROLS

Joystick in Port 2.

#### OPTIONS

From the title screen, use F1 and F3 to select your crew's colours. Press F7 to start game.

#### TURTLE

The Turtle is a supreme test of balance and strength. Use your joystick to balance the breaker. The first move will be to the RIGHT so have the 'stick ready when you start. The next movement of the joysick will be UP then LEFT and finally DOWN. If you move in the wrong direction or are too slow, the breaker will fall.

#### DONKEY KICK

Donkey kicks require a lot of energy. Move the joystick LEFT and RIGHT simultaneously, you will see your energy level rising (or falling!). When you think you have maximum energy, press FIRE. The breaker will now 'do his thing'. If you can keep the breaker on his feet, you will gain extra points.

#### SPACE SHUTTLE

The Space Shuttle is, DIFFICULT. Here the breaker is spinning on his finger (!). Move the joysick RIGHT, UP, LEFT and DOWN to move him round. Here the energy level will act as a timer. When it reaches maximum, your time is up.

#### HEADSPIN

The Headspin is a thrilling, but potentially dangerous, event. Move the joystick from side to side to make the breaker spin. The energy level will again act as a timer.

#### FLIP

The Flip requires excellent judgement and GUTS.

Press the FIRE button on your joystick, and hold it down. You will see the energy level rising and falling, release the button when you think the level is at its maximum. Keeping the breaker on his feet gains extra points once more

#### BACK SLAM

Back Slam requires precision timing and solid concentration.

The breaker moves with up and down motions of the joystick. Start the move with the 'stick in the UP position then move it DOWN, the breakers body will 'wave'. Repeat the move with further UP - DOWN motions.

#### BACKSPIN

Backspin is the simplest of breaking moves.

You will see your energy level rising and falling. Hit the FIRE button when you think that you have maximum energy.

After each move you will receive a rating and you will also receive a final rating when the game ends. These ratings range from 'BAD NEWS' to the supreme accolade of 'AWSOM!'

GOOD LUCK and remember, breakdance takes practise. Practise hard and you CAN do it!

Ratings Range from the lowest which is 'You is Bad News, Slack, Crucial, Well Hard, Cronic Man, Styley, Murder, Stylo, Wacked, Wild Style and Awsom which is the Highest.